

B1 7. (Twice amended) The method of claim 1, wherein the and the priority data identifies which video object layer data ~~may be discarded~~ to discard in the event of limited memory or processor resources.

Please add the following new claims 29-38:

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- ~~--29. A video coding method, comprising:~~
- identifying a video object from video data,
 - coding time instances of the video object as a plurality of coded video object planes (VOPs),
 - assigning each of the VOPs to one of a plurality of video object layers (VOLs) for the video object based on information content of the VOPs,
 - assigning a priority to each VOL,
 - transmitting each VOL by:
 - transmitting an identifier of the VOL's priority, and
 - transmitting VOPs of the VOL.
30. The video coding method of claim 29, wherein the identifier comprises:
- an is_video_object_layer_identifier flag, having a length of one bit that, when set to "1," indicates that priority is specified for the VOL,
 - a video_object_layer_priority field, having a length of three bits, taking values between 1 and 7, where 1 represents a highest priority and 7 represents a lowest priority.
31. The video coding method of claim 29, wherein causal VOPs are assigned to a first VOL and non-causal VOPs are assigned to a second VOL.
32. The video coding method of claim 29, wherein intra-coded VOPs and predictive-coded VOPs are assigned to a first VOL and bidirectionally predictive-coded VOPs are assigned to a second VOL.

33. The video coding method of claim 29, wherein the data of a single VOL is transmitted as a continuous burst of data.

34. A video coding method, comprising:

identifying a video object from video data,

coding time instances of the video object as a plurality of coded video object planes (VOPs),

assigning each of the VOPs to one of a plurality of video object layers (VOLs) based on information content of the VOPs,

assigning a priority to each VOL,

determining whether transmission conditions permit transmission of all VOLs of the video object,

if not, discarding a lowest priority VOL, and

transmitting remaining VOLs by:

transmitting data representing the VOL's priority, and

transmitting VOPs of the VOL.

35. The video coding method of claim 34, wherein the identifier comprises:

an is_video_object_layer_identifier flag, having a length of one bit that, when set to "1," indicates that priority is specified for the VOL,

a video_object_layer_priority field, having a length of three bits, taking values between 1 and 7, where 1 represents a highest priority and 7 represents a lowest priority.

36. The video coding method of claim 34, wherein causal VOPs are assigned to a first VOL and non-causal VOPs are assigned to a second VOL.

37. The video coding method of claim 35, wherein intra-coded VOPs and predictive-coded VOPs are assigned to a first VOL and bidirectionally predictive-coded VOPs are assigned to a second VOL.

38. The video coding method of claim 35, wherein the data of a single VOL is transmitted as a continuous burst of data.--